

DERWENT-ACC- 2002-721120

NO:

DERWENT- 200278

WEEK:

COPYRIGHT 1999 DERWENT INFORMATION LTD

TITLE: Method for bestseller prediction/exploration and portal service of cultural goods through virtual stock investment game

INVENTOR: JANG, J S

PATENT-ASSIGNEE: JANG J S[JANGI]

PRIORITY-DATA: 2000KR-0071725 (November 29, 2000)

PATENT-FAMILY:

PUB-NO PUB-DATE LANGUAGE PAGES MAIN-IPC
KR 2002042036 A June 5, 2002 N/A 001 G06F 017/60

APPLICATION-DATA:

PUB-NO APPL-DESCRIPTÓR APPL-NO APPL-DATE
KR2002042036A N/A 2000KR-0071725 November 29, 2000

INT-CL (IPC): G06F017/60

ABSTRACTED-PUB-NO: KR2002042036A

BASIC-ABSTRACT:

NOVELTY - A method for the bestseller prediction/exploration and a portal service of the cultural goods through a virtual stock investment game is provided to make a cultural goods provider easily plan a marketing plan and to promote the formation of the healthy cultural space and the development of a cultural industry.

DETAILED DESCRIPTION - The method comprises the steps of listing various kinds of cultural goods to a virtual stock market on a cultural stock game server(100) through a valuation process, paying the cyber money for the stock investment according that a customer(200) registers to the game server as a member, databasing the investment information of the customer, displaying various kinds of stock information on a web, and calculating a rank of the dealing volume and the stock price by each cultural goods and selecting displaying a bestseller goods of each category on the web. The virtual profit obtained by the customer is exchanged into the transaction cyber money according to a preset ratio and the customer buys the cultural goods by connecting to the cultural goods provider(300) and paying the price with the transaction cyber money or the on-line cyber money.

CHOSEN- Dwg.1/10
DRAWING:

TITLE-TERMS: METHOD PREDICT EXPLORATION PORTAL SERVICE CULTURE GOODS
THROUGH VIRTUAL STOCK INVESTMENT GAME

DERWENT-CLASS: T01

EPI-CODES: T01-J05A;